



RED CARD 2003

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ESRB

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FREAKY FLYERS

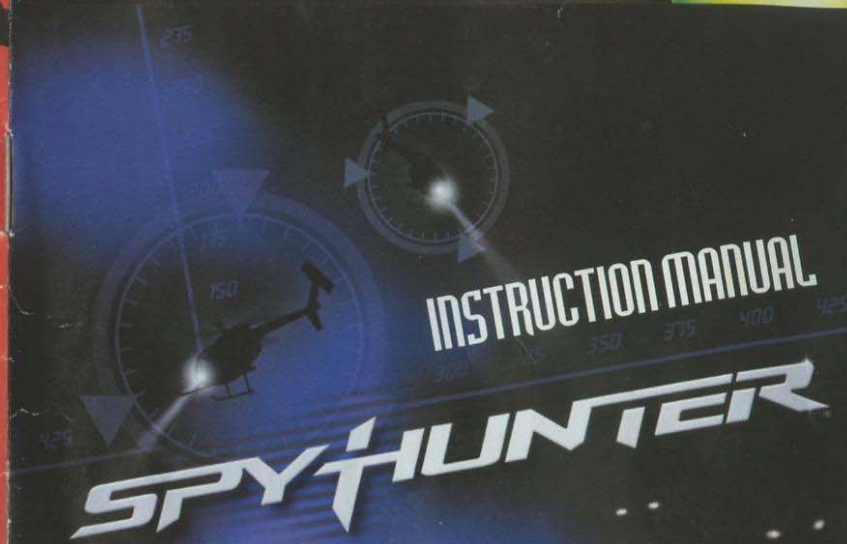


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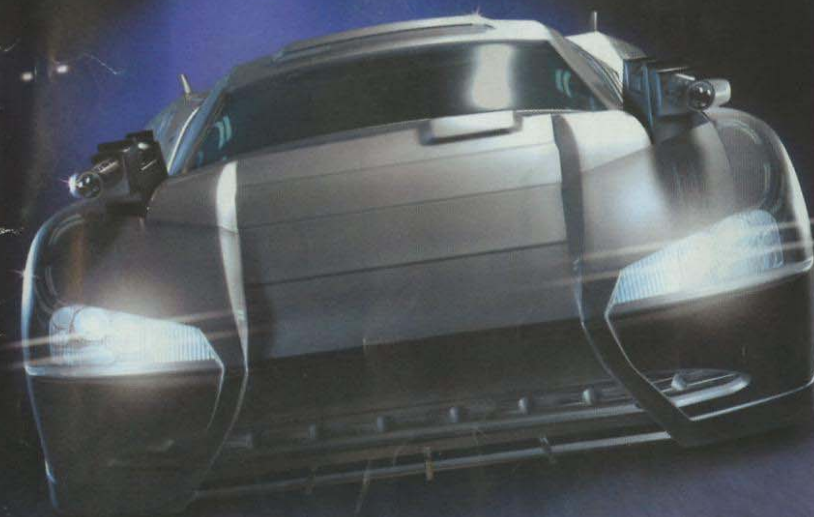
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SPY HUNTER



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ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of individuals may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking arms or legs, disorientation, confusion, or memory loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room,
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static images to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

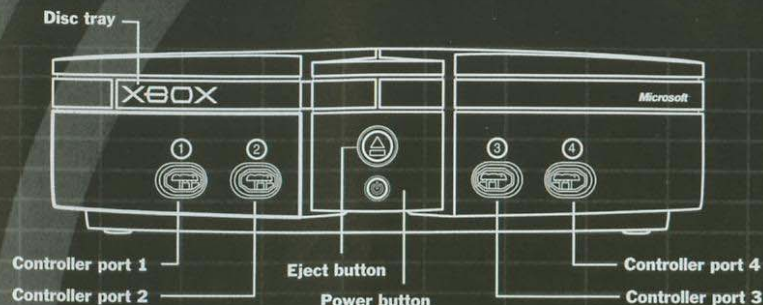
OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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USING THE XBOX VIDEO GAME SYSTEM



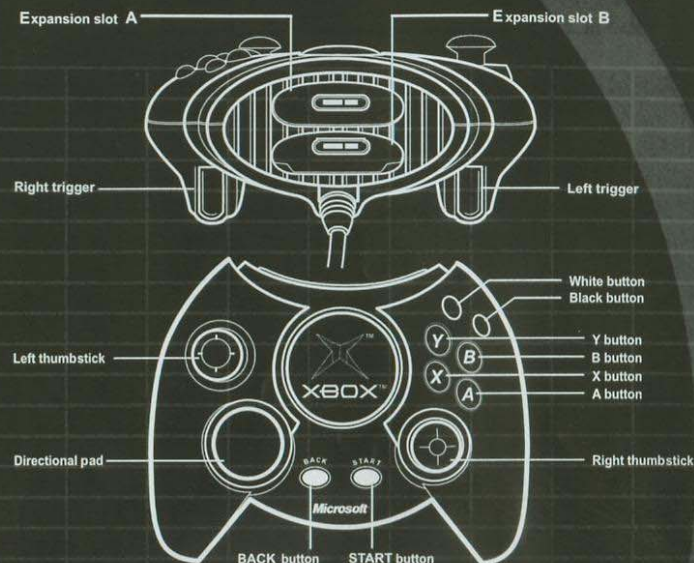
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the SpyHunter disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing SpyHunter.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play SpyHunter.

MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional button. To navigate through the game menus (i.e. Options), use the directional button (↑, ↓, ← or → depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the A button. To go back to the previous selection, press the B button.

Here are the controls for SpyHunter™. Please refer to the diagram on the previous page for button locations on your controller. You may also view the controller configuration by selecting the Controller sub-menu under the System Options menu. The System Options menu is located at the game's Main Menu.

PRIMARY CONTROLS

Left Thumbstick - Steers Interceptor (car). When using a weapon with "lock-on" capabilities (such as the guided missile weapon), press the Left Thumbstick down to lock-on to a target. To drive the Interceptor in reverse, make sure the vehicle comes to a complete stop. Next, press **↓** on the Left Thumbstick and press the **A** button (gas).

- A** button - Accelerate (gas). Press twice (quickly) to activate turbo boosters
- X** button - Brake
- L** Trigger - Selects (toggles) Offensive weapons
- R** Trigger - Fire selected Offensive weapon

SECONDARY CONTROLS

- B** button - Launch GPS trackers (when equipped) or activates Interceptor scanner (when equipped)
- Y** button - Enables/disables rear-view screen
- button (White button) - Selects (toggles) Defensive weapons
- button (Black button) - Activates Defensive weapon

MISC. CONTROLS

- BACK** button - Change view
- START** button - Pause game

Back in 1983, arcades could be found in almost every neighborhood of the United States. Jam-packed with people of all age groups, the videogame industry was booming and players eager to experience the latest games would make their weekly (sometimes daily) pilgrimage to their local arcade. During this time, game companies had released a wide variety of games geared towards specific consumers. Only a handful of those games would become classics; SpyHunter is one of them.

Created by George Gomez in 1983, SpyHunter hit the arcades with a style all to its own. Unique cabinet designs and highly addictive gameplay launched SpyHunter to the top of the "must play" lists. One of the original SpyHunter cabinets' features was the steering wheel interface. While the cabinet itself contained the wheel, a gear shift and accelerator pedal, the wheel featured four buttons in which to complete your missions. Machine guns, Missiles, Smoke Screen and the Oil Slick were available to you at certain points in the game. All of which were activated by pressing a button on the wheel.

Another element of the game which made it special was the soundtrack. Fans of the original game still hum the tune to this day. The "Theme From Peter Gunn" is one of the most memorable songs from a game. In fact, most people would probably associate the tune with SpyHunter than Peter Gunn. Created by Henry Mancini (creator of the famous "Pink Panther Theme"), the "Theme From Peter Gunn" played in the background while the player tried to rid the world of evil. Now, almost two decades later, that same theme is still the "audio backbone" of SpyHunter.

Now in the next millenium, Midway has returned to the roots of the original game. Fast-paced, exciting and challenging, SpyHunter returns with a vengeance. Could the original game somehow return as well?

The world is in distress, evil lurks throughout the globe. Your Interceptor is waiting.....



NOSTRA

INTERNATIONAL

Nostra International is a company based in Israel with facilities all over the globe. They deal in food products, bio-chemicals, genetics, e-commerce and children's software.

Daemon Curry, President of Nostra International, is viewed by some as the next messiah. He is an intellectual with keen business sense and political savvy. He is connected in very high places within every government of the world, and even with the church.

Hell is about to be unleashed.

Ever since Daemon Curry was a teen, he was fascinated with the prophecies of Nostradamus. He felt the one spoken of in the books, the one who would be king and bring the world to its knees, the one who would rewrite history; he felt this one would be him. It's funny how a name can go to your head.


In the early 80's he started Nostra to fund his visions of destruction. Twenty-two years later, he is at last ready to start his unholy war. He has tainted government elections; assassinated presidents and poisoned priests to attract the media and buy himself time. He has grand plans for this world. "Fire will fall from the sky, rivers will run red with blood, and a war unlike any the world has seen will unleash the four horsemen unto earth." To help him realize his vision, he has assembled an army of spies and assassins to spread across the globe like a disease and establish strongholds in strategic locales. Once his plan is complete, he will unleash the four horsemen to spread famine, disease, pestilence, and war. Then, as it is written, "One man will become king and all the dying world will become slaves for his pleasure."

To deal with this growing threat, IES (International Espionage Services) has created a team known as SPYHUNTER. The main weapon in this team's arsenal is the G-6155 Interceptor: a state of the art automobile with enhanced weapon and transition capabilities and an onboard computer, named "Leonie," that helps analyze and identify possible targets. The G-6155 driver is Alec Sects, a former F-15 fighter pilot recently FBI trained with focus on international affairs. The Weapons Van, a mobile ammo replenishment unit, is usually positioned just past enemy lines to assist the G-6155 in fulfilling its mission. Their job is to locate Nostra's legion and prevent them from carrying out these prophecies.





The Hunt is on.




PROFILE MENU


At the game's Title Screen, press the  button to access the game's Profile Menu.

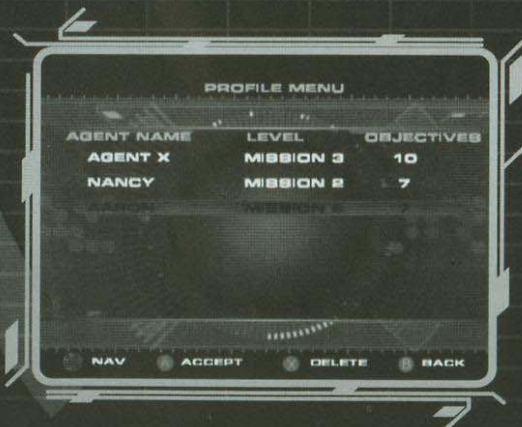
STARTING A NEW PROFILE

You are able to create and save up to three player profiles. When you are playing for the first time, you can create a profile or use the default profile named HUNTER. To create a profile, highlight a blank profile and press the  button. Next, you will enter your profile name. Your profile name can be up to seven characters in length. To enter your name, highlight the character you want to use and press the  button. When you are finished entering your profile name, highlight DONE and press the  button. If you wish to delete a profile, highlight the profile to be deleted and press the  button.

CONTINUING A GAME


This game contains an Autosave feature. This will automatically save your game progress to your Xbox video game console's hard drive. To continue a previously saved game, highlight the profile you want to load and press the  button.

After you have pressed the  button, you will access the game's Main Menu.



MAIN MENU

OPERATIONS

The Operations Menu contains your mission data. This menu will show you what missions you currently have unlocked and will give you a brief description of that particular mission's objectives. When you are ready to accept a mission, press the  button.

TWO-PLAYER

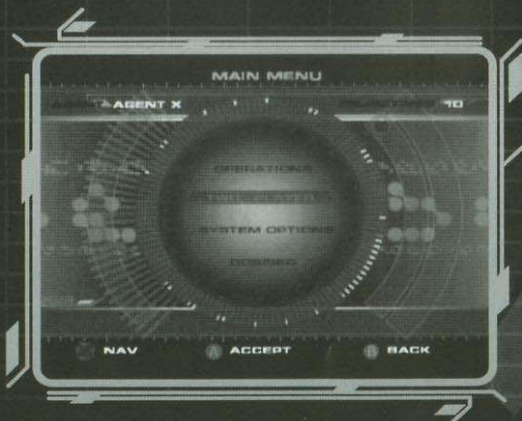
Two players can compete against each other in three mini-games. Check out Page 14 for a list of the three games and their descriptions.

SYSTEM OPTIONS

This is the Options Menu portion of the game. You can adjust sound levels, enter cheats, watch videos and listen to the game's soundtrack. Some video and audio items must be unlocked before you can view or listen to them. See the next page for more information.

DOSSIER

Your mission dossier gives you the status of your current and past missions. Here you can check your level objectives (how many you've accomplished or need to) as well as your best mission time.





Select DOSSIER from the Main Menu and press the **A** Button. This will access your Mission Dossier. The Mission Dossier is a screen which displays each mission to which you have been assigned (unlocked) as well as the number of objectives you've accomplished on those missions. The Mission Dossier is important for a few reasons. The first reason being that the Mission Dossier is a "one stop" screen that you can check your completed objectives. This comes in handy when you are trying to unlock specific missions and need to know how many objectives you have to accomplish.

Another reason why the Mission Dossier is so important is that for each mission you complete, your Mission Time will be recorded. Use this time chart to help you keep track of what missions you need to speed up on. For if you can complete each mission in under a specified time, you will be rewarded for your efforts.

At the Main Menu, highlight SYSTEM OPTIONS and press the **A** button to access the System Options Menu.

SETTINGS

The Settings Menu allows you to adjust some of the features you'll experience while you play the game. To adjust a setting, highlight the setting and press Left or Right on the directional buttons. To activate your new settings, press the **A** button. To cancel your settings and return to the System Options Menu, press the **B** button.



SOUND - This controls the sound output of the game. Choose from Stereo, Surround, Headphones or Mono

FX VOLUME - This controls the volume of the game's sound effects.

MUSIC VOLUME - This setting controls the volume of the game's background music.

VOICE VOLUME - This setting will control the volume of the Interceptor's voice, Leonie.

VIBRATION - This setting determines whether you would like your controller's Vibration Function ON or OFF.

CONTROLLER

The controller setting allows you to view the configuration of your controller.

EXTRAS

This sub-menu doesn't allow you to change any settings or options. Instead, this is where you can view unlocked Music and Movies as well as activate any Cheats you have.

STARTING A MISSION

At the Main Menu, highlight OPERATIONS and press the **A** button to access the Mission Select Menu. Press Up or Down on the directional buttons to view the unlocked missions. When you are ready to accept a mission, press the **A** button. Mission data will be displayed showing you the objectives you must accomplish to complete the mission as well as data on your vehicle's weaponry and enemy vehicles.

MISSION OBJECTIVES

Before beginning a mission, you will be presented with that mission's objectives. There are two types of mission objectives, Primary and Secondary, that you must follow and complete in order to access further missions. When you complete a set number of objectives during your missions, other missions will be unlocked. Although you are able to unlock other missions by completing objectives, you **MUST** complete a mission's Primary Objectives in order to begin your next mission. In other words, even if you unlock a new mission, you won't be able to perform that mission if any previous mission's Primary Objectives are not accomplished first.



SPYHUNTER's Two-Player game mode allows two players to compete against each other in three unique mini-games. Each mini-game will end when a player reaches the end of the level. Be sure to check out the loading screen before you begin to play. This screen will tell you what you need to do in order to win the game.

During your game, each player can use their Interceptor's arsenal of weapons to slow down or annihilate their opponent. Kills are kept track of, but these points will not declare you a winner at the end of the race. All Two-Player games will be played on one of the mission locations. Please note that your Interceptor will only be equipped with weapons that are available in those locations.

SPY2 HEAD TO HEAD

The object of this game is to reach the finish line first. Use whatever weapons you can to leave your opponent in the dust.

GLOBE TROTTER

It's not the fastest player who wins, it's whomever can collect the most SATCOMs during the game.

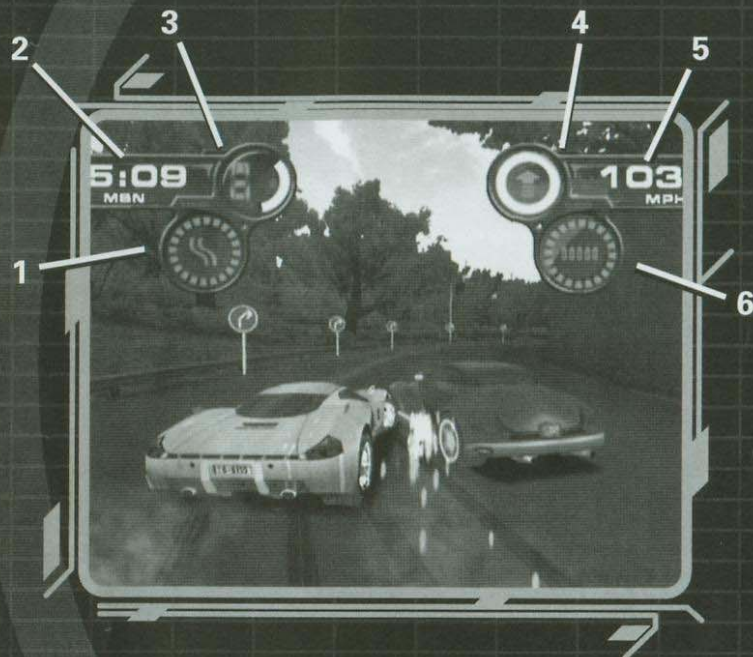
CHICKEN HUNTER

Why did the chicken cross the road? To give you points, that's why. Eliminate as many chickens as you can to earn the most kill points and win the game.



HEADS UP DISPLAY (HUD)

While playing, keep your eye on the HUD. The HUD features all of the important information you need during your missions.



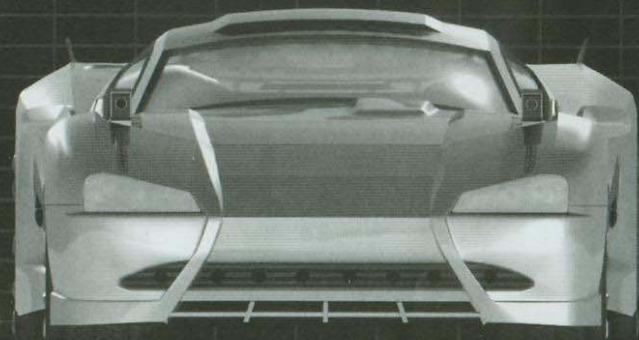
- 1.) Current Defensive Weapon and Rounds Remaining
- 2.) Time Remaining to accomplish mission
- 3.) Interceptor Damage Meter
- 4.) Turbo Boost Remaining
- 5.) Current Speed
- 6.) Current Offensive Weapon and Rounds Remaining

G-6155 INTERCEPTOR

The G-6155 Interceptor used by IES is a prototype of the most advanced counterintelligence vehicle ever developed. It incorporates the latest high-tech systems and includes many experimental weapons and features. The most significant advancement it possesses is the ability to transform itself into a number of alternative forms quickly and without stopping, allowing it to operate on both land and water. It also includes a state-of-the-art computer system that controls or semi-automates many of its capabilities.

INTERCEPTOR MORPHING

The G-6155 Interceptor has the remarkable ability to transform itself from a land-based vehicle to a water vehicle depending on the current terrain. This incredible feature is what makes the Interceptor so dangerous to NOSTRA. New IES technology allows for the Interceptor, if damaged badly, to jettison its outer frame and become a small (but just as deadly) one-man vehicle. Being lighter and faster than the Interceptor, this vehicle unfortunately doesn't allow for the Interceptor's full arsenal of weapons, but it still is heavily armed and a force to be reckoned with.



USING WEAPONS

The G-6155 Interceptor is equipped with the latest in high-tech weaponry, both offensive and defensive. As your missions continue, your vehicle will be upgraded with the latest in IES weapons technology. These upgrades are available for both offensive and defensive weaponry.

If you are being followed by NOSTRA agents, use the Interceptor's defensive weapons. These weapons (located on Page 19) include an Oil Slick, Smoke Screen and Flamethrower. Proper use of defensive weapons is vital for any agent if they are to complete their missions successfully.

The Interceptor is also fully equipped with a powerful arsenal of offensive weapons. Your stock machine guns will upgrade to become even more deadly. New IES technology allows for precise deployment of missiles as well as EMP (electromagnetic pulse) blasts. Perhaps the most significant improvement in offensive weapons is the Rail Gun. The Rail Gun is the pinnacle of IES weapons technology and is the most powerful weapon yet to date.

SATCOMS

Throughout some missions, you will be required to find and activate IES tracking units called SATCOMs. These global-tracking units allow for IES forces to monitor your activity and provide necessary replenishments via a Weapons Van or Weapons Boat per mission.

WEAPONS VAN / WEAPONS BOAT

Located in every mission you will find a weapons vehicle. These are either in the form of a van or boat. When a weapons vehicle is in close proximity to the Interceptor, you will be notified. Find the van or boat and proceed towards the rear of the vehicle. When you are within range of the vehicle, you will be automatically taken aboard it. After a brief period, your Interceptor will emerge, fully armed (weapons replenished), fully repaired (full health) and the Interceptor's turbo chargers will be full as well.

GPS TRACKERS

The Interceptor is equipped with GPS (Global Positioning System) Tracker units. These units when deployed, will attach themselves to any vehicle which IES wants to track. These vehicles usually are cargo trucks or ships. When approaching one of these vehicles, simply fire a GPS Tracker towards it. Only a direct hit will activate the tracking unit. Do not, under any circumstances, destroy the targeted vehicle. This will result in mission failure and could have disastrous consequences.

FURTHER INTELLIGENCE (HINTS)

Before continuing your IES Agent briefing, here are a few bits of information you may find valuable out in the field.

- Each mission you are assigned to should have a WRV (Weapons Replenishment Vehicle) stationed locally. Proper use of Interceptor weapons is highly suggested, as a WRV may not be in your location when you need one.
- While IES has made every effort to map out your mission surroundings, some locations may provide shortcuts or other hidden passageways. Keep an eye out for any alternate paths you may encounter.
- Please study the Enemy Data portion of this briefing (Pages 22-24) before engaging NOSTRA agents. NOSTRA has equipped their weapons with powerful weapons as well as increasing the armor on others. IES has equipped the Interceptor with the latest in weapons technology, but unfortunately some NOSTRA vehicles may be unaffected by certain Interceptor weapons.
- Before each mission begins (at the mission loading screen), pay close attention to what's displayed on the screen. Key information on mission objectives as well as the potential hint can help you complete your assignments.
- While details cannot be specified by IES at the moment, we have received information that an additional mission will be assigned for those agents who prove themselves in the field. No other information is available at the moment.

OFFENSIVE WEAPONS

9MM GUNS

Your Interceptor will come equipped with a pair of 9mm machineguns. The guns are powerful enough to get some of your earliest missions completed, but eventually you'll need more firepower in order to stop NOSTRA.



15MM GUNS

With this upgrade, you will notice how much easier some enemies are to destroy. This weapon upgrade allows for faster termination of targets as well as the ability to carry more 15mm ammunition.



25MM GUNS

The last upgrade you will receive on your Interceptor's guns is a pair of 25mm guns. IES technicians have concluded that the strength of these guns rivals that of any NOSTRA vehicle's guns.



UNGUIDED MISSILES

Advancements in weapons technologies have allowed IES to equip all G-6155 Interceptor's with a standard unguided missile battery. These missiles can only be fired directly in front of the Interceptor one at a time, so aim carefully!



OFFENSIVE WEAPONS

GUIDED MISSILES

The Interceptor's first missile upgrade allows its driver to lock on to a target and launch a single missile at it. Depending on the range of the target, missiles can be semi-automatically fired. This upgrade allows the Interceptor to reach targets previously out of reach.



SWARMER MISSILES

This final missile upgrade allows the Interceptor to fire a salvo of guided missiles at a target. Other enemies (or civilians) within a close proximity of the targeted enemy run the risk of being hit by one of the four missiles that are fired. This weapon is only available on the Type II Interceptor.



EMP

This weapon fires a bolt of electromagnetic energy that is capable of disrupting electrical equipment, rendering it inoperable. The EMP gun is the weapon of choice when it comes to disabling terrorist weapons such as bombs. The Type II Interceptor upgrades the EMP gun with the ability to lock on to targets.



RAIL GUN

Once an experimental weapon, the Rail Gun is now being added to the later model Type II Interceptors. When fired, the Rail Gun releases a burst of highly charged particles that obliterate any target in its line of fire. With the ability to lock on to targets, the Rail Gun is the greatest weapon in the IES's arsenal.



DEFENSIVE WEAPONS

Along with state-of-the-art offensive weaponry, the G-6155 Interceptor is equipped with a few defensive countermeasures. While two of which are slight modifications from the original 1983 Interceptor model, a lethal new defensive weapon has recently been added to the Interceptor.



OIL SLICK

The G-6155 Interceptor's first line of defense is the ability to saturate the ground behind it with a thick coat of oil. This spray causes the ground to become very slippery and most enemies will not be able to maintain control of their vehicles.



SMOKE SCREEN

Another defensive weapon is the Smoke Screen. When activated, it leaves a trail of heavy smoke that is impossible to navigate through for a brief period of time. This weapon is the same one that the 1983 model Interceptor was equipped with, only slightly modified.



FLAMETHROWER

A new addition in the Interceptor's defensive lineup is the Flamethrower. The Interceptor must be upgraded a few times in order to receive this weapon. The Flamethrower projects two streams of flame behind the car. This latest defensive weapon is also the most dangerous to NOSTRA.

IES agents have provided these images and descriptions of a few NOSTRA vehicles you may encounter. Sources say that other vehicles that don't appear here may very well be working for NOSTRA and should be approached with caution.



BULLSEYE

Fast and rugged, this all terrain vehicle's gun turret will always find its mark.



ROAD LORD

Hydraulic rams and speed boosters make this bulletproof truck a threat from both side and rear.



SWITCH BLADE

High-speed titanium drills combined with superior agility make this a deadly opponent to drive next to.



MORTAR THING

Four rapid-fire mortars set in an amphibious chassis make this dangerous on land and water. This vehicle is unaffected by oil.

ENEMY DATA



BARREL DUMPER

Especially dangerous in tight quarters, this agile ship dumps barrels of explosives from the rear of the ship.



MAD BOMBER

The sheer number of bombs dropped from this modified helicopter will drive even the best drivers mad.



JUMP JET

Deadly accurate guided missiles and low-level ambushes make this aircraft lethal.



PROTOTYPE

A hybrid of stolen IES and NOSTRA technology, this vehicle's full capabilities are still unknown.



ENFORCER

Bulletproof glass and panels protect this vehicle, while rocket launchers and gatling guns attack whatever is unlucky enough to be around it. A formidable, but not unstoppable foe.

ENEMY DATA



ATTACK HELI

Rotating machine guns mounted to a lightning fast and highly maneuverable combat helicopter.



DR. TORPEDO

Advanced twin hull design fitted with fore and aft torpedo launchers will give a lethal dose of damage.



WATER BLADE

Like its cousin on land, high speed titanium drills can quickly send you to a watery grave.



SLICK

Light armor allows it to stay ahead while leaving a trail of traction stealing fluid behind.



NON-IDENTIFIED AGENTS

Since NOSTRA can be found throughout the globe, be on the lookout for their agents. They tend to occupy whatever vehicles they can, such as this gun-toting motorcycle rider photographed in Venice, Italy.

Since its debut in 1983, SpyHunter™ has used famed composer Henry Mancini's "Theme From Peter Gunn" as its theme song. For the new SpyHunter, Midway wanted to re-record the famous theme to match the game's new and aggressive look. We went to none other than leading hard rock group and Island Gold recording act, Saliva.

With their song "Your Disease" on MTV's Top Ten Modern Rock Tracks chart and number nine on Billboard's Modern Rock Track chart, Memphis, Tennessee rockers, Saliva, continue to create their unique blend of musical genres - hard rock with hints of hip-hop and grunge. Just months after the band's formation in September of 1996, Saliva was a finalist in a Grammy Showcase competition sponsored by the National Academy of Recording Arts & Sciences. Shortly after, the band released its first album, Saliva, independently and sold 10,000 copies.

Comprised of Josey Scott on vocals, Chris Dabaldo and Wayne Swinny on guitars, Dave Novotny on bass and Paul Crosby on drums, the quintet recently released their major label debut, Every Six Seconds.



THE SPYHUNTER THEME by SALIVA

You know I put it in drive cause it makes me feel alive,
the situation's awry and going faster.
And now I'm hunting you down,
Injecting fear from the sound
And with my mayhem abound,
I Am Your Master

(Chorus)

Come on and let the Hunt be the Hunted
Come on and let the Hunt be the Hunted
Come on and let the Hunt be the Hunted
Come on and let the Hunt be the Hunted
Get in my way and I'll be blowing up something
Come on and let the Hunt be the Hunted

I'm trying to make it to the other side
And I'm dying to make my move
(So get out of my way cause I'm coming for you)
I know that you will have to realize the danger behind you
(So get out of my way cause I'm coming for you)

Upon this Journey I fight
From the day into the night
There is no place you can hide,
I'm Getting Closer.

My mission plainly assigned
My enemies I will find
It's just a matter of time,
Till This is Over

CREDITS

MIDWAY SAN DIEGO PRODUCTION CREDITS

PRODUCER Michael Gottlieb
ASSOCIATE PRODUCERS Andy Kaffka & Ed Tucker
ASSISTANT PRODUCER Aaron Orsak
TECHNICAL DIRECTOR Paul Lefevre
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MUSIC AND SOUND EFFECTS Dale Stump, Leonard Rankins, Aubrey Hodges & Leonard Bedoian
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GRAVITY GAMES

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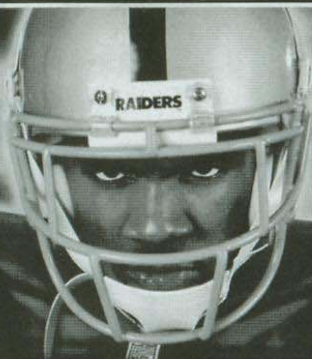
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